Learning To Program Steven Foote Free

Learning to Program The Algorithm Design Manual Functional Python Programming Writing Excel Macros with VBA The Success of Open Source Programming in Objective-C Mastering Object-oriented Python Beginning Programming with C++ For Dummies A Man at Arms: A Novel Modern Python Cookbook - Second Edition The War of Art Oracle PL/SQL Programming Island Apart Oracle PL/SQL Programming: A Developer's Workbook Competitive Programming GameMaker Programming By Example Crypto Visual Basic.NET Black Book Learning Word Programming Mastering Object-Oriented Python UNIX Systems Programming Modern Python Cookbook Advanced Assembly Language Functional Python Programming, Second Edition Programming in C The Art of UNIX Programming Code Complete Access Database Design and Programming Access Database Design & Programming Natural Language Processing with Python Making Games for the NES C++ For Dummies Programming Challenges Introduction to Parallel Programming Deep Learning with PyTorch Competitive Programming 4 - Book 1 The Coyotes of Carthage Oliver Hackers The Art of Unix Programming

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Introduction to Parallel Programming Dec 29 2019 Introduction to Parallel Programming focuses on the techniques, processes, methodologies, and approaches involved in parallel programming. The book first offers information on Fortran, hardware and operating system models, and processes, shared memory, and simple parallel programs. Discussions focus on processes and processors, joining processes, shared memory, time-sharing with multiple processors, hardware, loops, passing arguments in function/subroutine calls, program structure, and arithmetic expressions. The text then elaborates on basic parallel programming techniques, barriers and race conditions, and nested loops. The manuscript takes a look at overcoming data dependencies, scheduling summary, linear recurrence relations, and performance tuning. Topics include parallel programming and the structure of programs, effect of the number of processes on overhead, loop splitting, indirect scheduling, block scheduling and forward dependency, and induction variable. The publication is a valuable reference for researchers interested in parallel programming.

Island Apart Oct 19 2021 Seeking to convalesce from a serious illness and finish a literary project, New York book editor Claire Doheney house-sits an oceanfront mansion on Chappaquiddick Island, where she falls in love with a mysterious loner who harbors a devastating secret.

Access Database Design & Programming Jun 02 2020 For programmers who prefer content to frills, this guide has succinct and straightforward information for putting Access to its full, individually tailored use.

Visual Basic.NET Black Book May 14 2021 A comprehensive reference and problem solving guide for Visual Basic programmers with tips, examples and how-tos on everything from programming to managing Visual Basic applications.

Mastering Object-oriented Python Apr 24 2022 This book follows a standard tutorial approach with approximately 750 code samples spread through the 19 chapters. This amounts to over 5,900 lines of code that illustrate each concept. This book is aimed at programmers who have already learned the basics of object-oriented Python and need to write more sophisticated, flexible code that integrates seamlessly with the rest of Python. This book assumes a computer science background, with experience of common Python design patterns.

UNIX Systems Programming Feb 08 2021 bull; Learn UNIX essentials with a concentration on communication, concurrency, and multithreading techniques bull; Full of ideas on how to design and implement good software along with unique projects throughout bull; Excellent companion to Stevens' Advanced UNIX System Programming

Modern Python Cookbook Jan 10 2021 The latest in modern Python recipes for the busy modern programmer About This Book Develop succinct, expressive programs in Python Learn the best practices and common idioms through carefully explained and structured recipes Discover new ways to apply Python for the new age of development Who This Book Is For The book is for web developers, programmers, enterprise programmers, engineers, big data scientist, and so on. If you are a beginner, Python Cookbook will get you started. If you are experienced, it will expand your knowledge base. A basic knowledge of programming would help. What You Will Learn See the intricate details of the Python syntax and how to use it to your advantage Improve your code readability through functions in Python Manipulate data effectively using built-in data structures Get acquainted with advanced programming techniques in Python Equip yourself with functional and statistical programming features Write proper tests to be sure a program works as advertised Integrate application software using Python In Detail Python is the preferred choice of developers, engineers, data scientists, and hobbyists everywhere. It is a great scripting language that can power your applications and provide great speed, safety, and scalability. By exposing Python as a series of simple recipes, you can gain insight into specific language features in a particular context. Having a tangible context helps make the language or standard library feature easier to understand. This book comes with over 100 recipes on the latest version of Python. The recipes will benefit everyone ranging from beginner to an expert. The book is broken down into 13 chapters that build from simple language concepts to more complex applications of the language. The recipes will touch upon all the necessary Python concepts related to data structures, OOP, functional programming, as well as statistical programming. You will get acquainted with the nuances of Python syntax and how to effectively use the advantages that it offers. You will end the book equipped with the knowledge of testing, web services, and configuration and application integration tips and tricks. The recipes take a problem-solution approach to resolve issues commonly faced by Python programmers across the globe. You will be armed with the knowledge of creating applications with flexible logging, powerful configuration, and command-line options, automated unit tests, and good documentation. Style and approach This book takes a recipe-based approach, where each recipe addresses specific problems and issues. The recipes provide discussions and insights and an explanation of the problems.

Oracle PL/SQL Programming Nov 19 2021 The authors have revised and updated this bestseller to include both the Oracle8i and new Oracle9i Internet-savvy database products.

Functional Python Programming, Second Edition Nov 07 2020 Create succinct and expressive implementations with functional programming in Python Key Features Learn how to choose between imperative and functional approaches based on expressiveness, clarity, and performance Get familiar with complex concepts such as monads, concurrency, and immutability Apply functional Python to common Exploratory Data Analysis (EDA) programming problems Book Description If you're a Python developer who wants to discover how to take the power of functional programming (FP) and bring it into your own programs, then this book is essential for you, even if you know next to nothing about the paradigm. Starting with a general overview of functional concepts, you'll explore common functional features such as first-class and higher-order functions, pure functions, and more. You'll see how these are accomplished in Python 3.6 to give you the core foundations you'll build upon. After that, you'll discover common functional optimizations for Python to help your apps reach even higher speeds. You'll learn FP concepts such as lazy evaluation using Python's generator functions and expressions. Moving forward, you'll learn to design and implement decorators to create composite functions. You'll also explore data preparation techniques and data exploration in depth, and see how the Python standard library fits the functional programming model. Finally, to top off your journey into the world of functional Python, you'll at look at the PyMonad project and some larger examples to put everything into perspective. What you will learn Use Python's generator functions and generator expressions to work with collections in a non-strict (or lazy) manner Utilize Python library modules including itertools, functools, multiprocessing, and concurrent features to ensure efficient functional programs Use Python

strings with object-oriented suffix notation and prefix notation Avoid stateful classes with families of tuples Design and implement decorators to create composite functions Use functions such as max(), min(), map(), filter(), and sorted() Write higher-order functions Who this book is for This book is for Python developers who would like to perform Functional programming with Python. Python Programming knowledge is assumed.

A Man at Arms: A Novel Feb 20 2022 From the acclaimed master of historical fiction comes an epic saga about a reluctant hero, the Roman Empire, and the rise of a new faith. Jerusalem and the Sinai desert, first century AD. In the turbulent aftermath of the crucifixion of Jesus, officers of the Roman Empire acquire intelligence of a pilgrim bearing an incendiary letter from a religious fanatic to insurrectionists in Corinth. The content of this letter could bring down the empire. The Romans hire a former legionary, the solitary man-at-arms, Telamon of Arcadia, to intercept the letter and capture its courier. Telamon operates by a dark code all his own, with no room for noble causes or lofty beliefs. But once he overtakes the courier, something happens that neither he nor the empire could have predicted. In his first novel of the ancient world in thirteen years, the best-selling author of Gates of Fire and Tides of War returns with a gripping saga of conquest and rebellion, bloodshed and faith.

Deep Learning with PyTorch Nov 27 2019 "We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document." —Soumith Chintala, co-creator of PyTorch Key Features Written by PyTorch's creator and key contributors Develop deep learning models in a familiar Pythonic way Use PyTorch to build an image classifier for cancer detection Diagnose problems with your neural network and improve training with data augmentation Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Mastering Object-Oriented Python Mar 12 2021 Gain comprehensive insights into programming practices, and code portability and reuse to build flexible and maintainable apps using object-oriented principles Key FeaturesExtend core OOP techniques to increase integration of classes created with PythonExplore various Python libraries for handling persistence and object serializationLearn alternative approaches for solving programming problems, with different attributes to address your problem domainBook Description Object-oriented programming (OOP) is a relatively complex discipline to master, and it can be difficult to see how general principles apply to each language's unique features. With the help of the latest edition of Mastering Objected-Oriented Python, you'll be shown how to effectively implement OOP in Python, and even explore Python 3.x. Complete with practical examples, the book guides you through the advanced concepts of OOP in Python, and demonstrates how you can apply them to solve complex problems in OOP. You will learn how to create high-quality Python programs by exploring design alternatives and determining which design offers the best performance. Next, you'll work through special methods for handling simple object conversions and also learn about hashing and comparison of objects. As you cover later chapters, you'll discover how essential it is to locate the best algorithms and optimal data structures for developing robust solutions to programming problems with minimal computer processing. Finally, the book will assist you in leveraging various Python features by implementing object-oriented designs in your programs. By the end of this book, you will have learned a number of alternate approaches with different attributes to confidently solve programming problems in Python. What you will learnExplore a variety of different design patterns for the __init__() methodLearn to use Flask to build a RESTful web serviceDiscover SOLID design patterns and principlesUse the features of Python 3's abstract baseCreate classes for your own applicationsDesign testable code using pytest and fixturesUnderstand how to design context managers that leverage the 'with' statementCreate a new type of collection using standard library and design techniquesDevelop new number types above and beyond the built-in classes of numbersWho this book is for This book is for developers who want to use Python to create efficient programs. A good understanding of Python programming is required to make the most out of this book. Knowledge of concepts related to object-oriented design patterns will also be useful.

Code Complete Aug 05 2020 Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Crypto Jun 14 2021 If you've ever made a secure purchase with your credit card over the Internet, then you have seen cryptography, or "crypto", in action. From Stephen Levy—the author who made "hackers" a household word—comes this account of a revolution that is already affecting every citizen in the twenty-first century. Crypto tells the inside story of how a group of "crypto rebels"—nerds and visionaries turned freedom fighters—teamed up with corporate interests to beat Big Brother and ensure our privacy on the Internet. Levy's history of one of the most controversial and important topics of the digital age reads like the best futuristic fiction.

The Art of UNIX Programming Sep 05 2020 The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Programming Challenges Jan 28 2020 There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

C++ For Dummies Feb 29 2020 The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and allowing intermediate programmers to sharpen their skills. The companion website provides all code mentioned in the text, an updated GNU_C++, the new C++ compiler, and other applications. By the end of the first chapter, you will have programmed your first C++ application! As one of the most commonly used programming languages, C++ is a must-have skill for programmers who wish to remain versatile and marketable. C++ For Dummies, 7th Edition provides clear, concise, expert instruction, which is organized for easy navigation and designed for hands-on learning. Whether you're new to programming, familiar with other languages, or just getting up to speed on the new libraries, features, and generics, this guide provides the information you need. Provides you with an introduction to C++ programming Helps you become a functional programmer Features information on classes, inheritance, and optional features Teaches you 10 ways to avoid adding bugs The book incorporates the newest C++ features into the fundamental instruction, allowing beginners to learn the update as they learn the language. Staying current on the latest developments is a crucial part of being a programmer, and C++ For Dummies, 7th Edition gets you started off on the right foot.

Natural Language Processing with Python May 02 2020 This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

Learning Word Programming Apr 12 2021 This no-nonsense book delves into the core aspects of VBA programming, enabling users to increase their productivity and power over Microsoft Word. It takes the reader step-by-step through writing VBA macros and programs, illustrating how to generate tables of a particular format, manage shortcut keys, create FAX cover sheets, and reformat documents.

Functional Python Programming Aug 29 2022 Create succinct and expressive implementations with functional programming in Python Key Features Learn how to choose between imperative and functional approaches based on expressiveness, clarity, and performance Get familiar with complex concepts such as monads, concurrency, and immutability Apply functional Python to common Exploratory Data Analysis (EDA) programming problems Book Description If you're a Python developer who wants to discover how to take the power of functional programming (FP) and bring it into your own programs, then this book is essential for you, even if you know next to nothing about the paradigm. Starting with a general overview of functional concepts, you'll explore common functional features such as first-class and higher-order functions, pure functions, and more. You'll see how these are accomplished in Python 3.6 to give you the core foundations you'll build upon. After that, you'll discover common functional optimizations for Python to help your apps reach even higher speeds. You'll learn FP concepts such as lazy evaluation using Python's generator functions and expressions. Moving forward, you'll learn to design and implement decorators to create composite functions. You'll also explore data preparation techniques and data exploration in depth, and see how the Python standard library fits the functional programming model. Finally, to top off your journey into the world of functional Python, you'll at look at the PyMonad project and some larger examples to put everything into perspective. What you will learn Use Python's generator functions and generator expressions to work with collections in a non-strict (or lazy) manner Utilize Python library modules including itertools, functools, multiprocessing, and concurrent features to ensure efficient functional programs Use Python strings with object-oriented suffix notation and prefix notation Avoid stateful classes with families of tuples Design and implement decorators to create composite functions Use functions such as max(), min(), map(), filter(), and sorted() Write higher-order functions Who this book is for This book is for Python developers who would like to perform Functional programming with Python. Python Programming knowledge is assumed.

Programming in C Oct 07 2020 Introduces the C programming language, covering such topics as language fundamentals, variables, data types, arithmetic expressions, program looping, functions, and arrays, with complete C programs to illustrate each new concept discussed.

Oliver Aug 24 2019 He Was Searching for a Lost Dog. He Found More Than He'd Ever Hoped For. On Valentine's Day 2019, someone stole Steven Carino's dog, Oliver, from his car. Having lost his mother at thirteen and grown up with an alcoholic father, he could always count on his dogs for comfort and company. But now, with his beloved Oliver missing, Steven felt utterly alone. Then, the miracle. In a series of near-impossible coincidences, people from different walks of life crossed paths with Oliver and with Steven. Hardworking immigrants, wealthy suburbanites, car mechanics, deli workers, old friends, close relatives, street cops, gang members, a TV news reporter, social media followers around the world, and one very gifted hairdresser all played a part in Steven's desperate journey to find Oliver. In the middle of it all, Steven realized that no one is ever truly alone--and that the power of community can be life-changing. Oliver is not just a book about a stolen dog. At its core, it's a story about kindness, friendship, and the power of faith. As Steven says, "This is more than just a dog story. This is an everybody story. This is a love story."

Writing Excel Macros with VBA Jul 28 2022 "LEARNING TO PROGRAM THE EXCEL OBJECT MODEL USING VBA"--COVER.

Competitive Programming Aug 17 2021

The Success of Open Source Jun 26 2022 Much of the innovative programming that powers the Internet, creates operating systems, and produces software is the result of "open source" code, that is, code that is freely distributed--as opposed to being kept secret--by those who write it. Leaving source code open has generated some of the most sophisticated developments in computer technology, including, most notably, Linux and Apache, which pose a significant challenge to Microsoft in the marketplace. As Steven Weber discusses, open source's success in a highly competitive industry has subverted many assumptions about how businesses are run, and how intellectual products are created and protected. Traditionally, intellectual property law has allowed companies to control knowledge and has guarded the rights of the innovator, at the expense of industry-wide cooperation. In turn, engineers of new software code are richly rewarded; but, as Weber shows, in spite of the conventional wisdom that innovation is driven by the promise of individual and corporate wealth, ensuring the free distribution of code among computer programmers can empower a more effective process for building intellectual products. In the case of Open Source, independent programmers--sometimes hundreds or thousands of them--make unpaid contributions to software that develops organically, through trial and error. Weber argues that the success of open source is not a freakish exception to economic principles. The open source community is guided by standards, rules, decisionmaking procedures, and sanctioning mechanisms. Weber explains the political and economic dynamics of this mysterious but important market development. Table of Contents: Preface 1. Property and the Problem of Software 2. The Early History of Open Source 3. What Is Open Source and How Does It Work? 4. A Maturing Model of Production 5. Explaining Open Source: Microfoundations 6. Explaining Open Source: Macro-Organization 7. Business Models and the Law 8. The Code That Changed the World? Notes Index Reviews of this book: In the world of open-source software, true believers can be a fervent bunch. Linux, for example, may act as a credo as well as an operating system. But there is much substance beyond zealotry, says Steven Weber, the author of The Success of Open Source...An open-source operating system offers its source code up to be played with, extended, debugged, and otherwise tweaked in an orgy of user collaboration. The author traces the roots of that ethos and process in the early years of computers...He also analyzes the interface between open source and the worlds of business and law, as well as wider issues in the clash between hierarchical structures and networks, a subject with relevance beyond the software industry to the war on terrorism. --Nina C. Ayoub, Chronicle of Higher Education Reviews of this book: A valuable new account of the [open-source software] movement. --Edward Rothstein, New York Times We can blindly continue to develop, reward, protect, and organize around knowledge assets on the comfortable assumption that their traditional property rights remain inviolate. Or we can listen to Steven Weber and begin to make our peace with the uncomfortable fact that the very foundations of our familiar "knowledge as property" world have irrevocably shifted. --Alan Kantrow, Chief Knowledge Officer, Monitor Group Ever since the invention of agriculture, human beings have had only three social-engineering tools for organizing any large-scale division of labor: markets (and the carrots of material benefits they offer), hierarchies (and the sticks of punishment they impose), and charisma (and the promises of rapture they offer). Now there is the possibility of a fourth mode of effective social organization--one that we perhaps see in embryo in the creation and maintenance of open-source software. My Berkeley colleague Steven Weber's book is a brilliant exploration of this fascinating topic. --J. Bradford DeLong, Department of Economics, University of California at Berkeley Steven Weber has produced a significant, insightful book that is both smart and important. The most impressive achievement of this volume is that Weber has spent the

time to learn and think about the technological, sociological, business, and legal perspectives related to open source. The Success of Open Source is timely and more thought provoking than almost anything I've come across in the past several years. It deserves careful reading by a wide audience. --Jonathan Aronson, Annenberg School for Communication, University of Southern California

Programming in Objective-C May 26 2022 Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

Hackers Jul 24 2019 This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, Hackers is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. Hackers captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

Advanced Assembly Language Dec 09 2020 The advanced follow-up to Using Assembly Language covers advanced topics not found in other Assembly Language books. Includes a disk containing code examples and provides tables and charts to further explain the text.

The Coyotes of Carthage Sep 25 2019 SHORTLISTED FOR THE ERNEST J. GAINES AWARD FOR LITERARY EXCELLENCE "With this splendid debut, Steven Wright announces his arrival as a major new voice in the world of political thrillers. I enjoyed it immensely." —John Grisham A blistering and thrilling debut—a biting exploration of American politics, set in a small South Carolina town, about a political operative running a dark money campaign for his corporate clients Dre Ross has one more shot. Despite being a successful political consultant, his aggressive tactics have put him on thin ice with his boss, Mrs. Fitz, who plucked him from juvenile incarceration and mentored his career. She exiles him to the backwoods of South Carolina with $250,000 of dark money to introduce a ballot initiative on behalf of a mining company. The goal: to manipulate the locals into voting to sell their pristine public land to the highest bidder. Dre arrives in God-fearing, flag-waving Carthage County, with only Mrs. Fitz's well-meaning yet naïve grandson Brendan as his team. Dre, an African-American outsider, can't be the one to collect the signatures needed to get on the ballot. So he hires a blue-collar couple, Tyler Lee and his pious wife, Chalene, to act as the initiative's public face. Under Dre's cynical direction, a land grab is disguised as a righteous fight for faith and liberty. As lines are crossed and lives ruined, Dre's increasingly cutthroat campaign threatens the very soul of Carthage County and perhaps the last remnants of his own humanity. A piercing portrait of our fragile democracy and one man's unraveling, The Coyotes of Carthage paints a disturbingly real portrait of the American experiment in action.

The War of Art Dec 21 2021 What keeps so many of us from doing what we long to do? Why is there a naysayer within? How can we avoid the roadblocks of any creative endeavor—be it starting up a dream business venture, writing a novel, or painting a masterpiece? The War of Art identifies the enemy that every one of us must face, outlines a battle plan to conquer this internal foe, then pinpoints just how to achieve the greatest success. The War of Art emphasizes the resolve needed to recognize and overcome the obstacles of ambition and then effectively shows how to reach the highest level of creative discipline. Think of it as tough love . . . for yourself.

GameMaker Programming By Example Jul 16 2021 Master the development of 2D games by learning to use the powerful GameMaker Language and tools provided by the GameMaker: Studio workspace and engine! About This Book Rapidly develop games using the powerful yet easy easy-to to-use GameMaker: Studio engine Comprehensive: This is a comprehensive guide to help you learn and implement GameMaker's features. Go through step-by-step tutorials to design and develop unique games Who This Book Is For If you have at least some basic programming experience of JavaScript or any other C-like languages, then this book will be great for you. No experience beyond that is assumed. If you have no game development experience and are looking for a hobby, are an experienced game developer looking to master some advanced features, or fit anywhere in that spectrum, then you will find GameMaker: Studio and this book to be very useful in helping you create exciting games. What You Will Learn Understand the GameMaker: Studio interface and tools to quickly create the various assets used in your games Translate some of the GameMaker: Studio drag and drop functions to the GameMaker language Create games with random elements for exciting gameplay Use the basic GameMaker file I/O and encryption systems Utilize the GameMaker networking functions to create multiplayer games Give AI routines to your enemies to make challenging gameplay Create particle systems to give your game exciting graphics Understand the various debugging techniques available in GameMaker: Studio In Detail This book is excellent resource for developers with any level of experience of GameMaker. At the start, we'll provide an overview of the basic use of GameMaker: Studio, and show you how to set up a basic game where you handle input and collisions in a top-down perspective game. We continue on to showcase its more advanced features via six different example projects. The first example game demonstrates platforming with file I/O, followed by animation, views, and multiplayer networking. The next game illustrates AI and particle systems, while the final one will get you started with the built-in Box2D physics engine. By the end of this book, you have mastered lots of powerful techniques that can be utilized in various 2D games. Style and approach A This step-by-step guide that follows and with details ons different topics throughout the creation of various examples.

Oracle PL/SQL Programming: A Developer's Workbook Sep 17 2021 However excellent they are, most computer books are inherently passive--readers simply take in text without having any opportunity to react to it. The Oracle PL/SQL Developer's Workbook is a different kind of animal! It's designed to engage you actively, to get you solving programming problems immediately, and to help you apply what you've learned about PL/SQL--and in the process deepen your knowledge of the language. By tackling the exercises in this workbook, you'll find yourself moving more rapidly along the learning curve to join the growing ranks of PL/SQL experts.The Oracle PL/SQL Developer's Workbook is a companion to Steven Feuerstein's bestselling Oracle PL/SQL Programming and his other PL/SQL books from O'Reilly. It contains a carefully constructed set of problems and solutions that will test your language skills and help you become a better developer--both with PL/SQL and with other languages. Exercises are provided at three levels: beginner, intermediate, and expert. The workbook exercises cover all the major features of PL/SQL, including those new to Oracle8i (e.g., Java and web features, autonomous transactions, and bulk binds).You'll find chapters on: Basic language elements--variables, naming, loops, conditional and sequential control, exception handling, and records. Data structures--index-by tables, nested tables, variables arrays (VARRAYs), and object technology. Database interaction--cursors, DML and transaction management, cursor variables, and native dynamic SQL Program construction--procedures, functions, blocks, packages, database triggers, and calling PL/SQL functions in SQL. Built-in functionality--the character, date, conversion, numeric, and miscellaneous functions, and the DBMS_SQL, DBMS_PIPE, DBMS_OUTPUT, UTL_FILE, and DBMS_JOB built-in packages. Miscellaneous topics--using Java with PL/SQL, external programs, PL/SQL web development, tuning PL/SQL, and PL/SQL for DBAs.

The Art of Unix Programming Jun 22 2019 The finer points of UNIX programming are explored by the author of "The Cathedral and the Bazaar: Musings on Linux and Open Source by an Accidental Revolutionary."

Competitive Programming 4 - Book 1 Oct 26 2019 This Competitive Programming book, 4th edition (CP4) is a must have for every competitive programmer. Mastering the contents of this book is a necessary (but admittedly not sufficient) condition if one wishes to take a leap forward from being just another ordinary coder to being among one of the world's finest competitive programmers. Typical readers of Book 1 (only) of CP4 would include: (1). Secondary or High School Students who are competing in the annual International Olympiad in Informatics (IOI) (including the National or Provincial Olympiads) as Book 1 covers most of the current IOI Syllabus, (2). Casual University students who are using this book as supplementary material for typical Data Structures and Algorithms courses, (3). Anyone who wants to prepare for typical fundamental data structure/algorithm part of a job interview at top IT companies. Typical readers of both Book 1 + Book 2 of CP4 would include: (1). University students who are competing in the annual International Collegiate Programming Contest (ICPC) Regional Contests (including the World Finals) as Book 2 covers much more Computer Science topics that have appeared in the ICPCs, (2). Teachers or Coaches who are looking for comprehensive training materials, (3). Anyone who loves solving problems through computer programs. There are numerous programming contests for those who are no longer eligible for ICPC, including Google CodeJam, Facebook Hacker Cup, TopCoder Open, CodeForces contest, Internet Problem Solving Contest (IPSC), etc.

Making Games for the NES Mar 31 2020 Learn how to program games for the NES! You'll learn how to draw text, scroll the screen, animate sprites, create a status bar, decompress title screens, play background music and sound effects and more. While using the book, take advantage of our Web-based IDE to see your code run instantly in the browser. We'll also talk about different "mappers" which add extra ROM and additional features to cartridges. Most of the examples use the CC65 C compiler using the NESLib library. We'll also write 6502 assembly language, programming the PPU and APU directly, and carefully timing our code to produce advanced psuedo-3D raster effects. Create your own graphics and sound, and share your games with friends!

Access Database Design and Programming Jul 04 2020 The third edition of Steven Roman's introduction to Access Database covers design and programming and is suitable for both beginners and programmers who wish to acquire a more in-depth understanding of the subject.

Modern Python Cookbook - Second Edition Jan 22 2022

Learning to Program Oct 31 2022 Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging.

Beginning Programming with C++ For Dummies Mar 24 2022 Learn to program with C++ quickly with this helpful For Dummies guide Beginning Programming with C++ For Dummies, 2nd Edition gives you plain-English explanations of the fundamental principles of C++, arming you with the skills and know-how to expertly use one of the world's most popular programming languages. You'll explore what goes into creating a program, how to put the pieces together, learn how to deal with standard programming challenges, and much more. Written by the bestselling author of C++ For Dummies, this updated guide explores the basic development concepts and techniques of C++ from a beginner's point of view, and helps make sense of the how and why of C++ programming from the ground up. Beginning with an introduction to how programming languages function, the book goes on to explore how to work with integer expressions and character expressions, keep errors out of your code, use loops and functions, divide your code into modules, and become a functional programmer. Grasp C++ programming like a pro, even if you've never written a line of code Master basic development concepts and techniques in C++ Get rid of bugs and write programs that work Find all the code from the book and an updated C++ compiler on the companion website If you're a student or first-time programmer looking to master this object-oriented programming language, Beginning Programming with C++ For Dummies, 2nd Edition has you covered.

The Algorithm Design Manual Sep 29 2022 This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java